Alex Ung Board Setup
Sequence Diagram

Actor

:Game | :BoardArray | :VolcanoCards | :Square | :Cave

Opens .Jar file

getInstance()

BoardArray

addVolcanoCards()

addVolcanoCards(int noVC,int noSquares)

hardcoded because tthere are no patterns to follow

InitialiseSquares(
CreatureType, creature1,
CreatureType creature2,
CreatureType creature 3)

InitialiseSquares()

opt

if(this.hasCave){
InitialiseCave()
}

InitialiseCave()

do nothing

shuffleAndCombine()

addPositions()

getInstance()

return Instance

:PlayerManager

addPlayers(int playerCount)

assignCaves()

:Controller | :GameBoard | :JFrame | :WindowPanel | SquarePanel | CavePanel | DragonCardPanel | DragonTokenPanel | :MovementManager

<<create>>

createGameBoard()

<<create>>

drawGameBoard()

<<create>>

createSquaresAndCaves()

<<create>>

Loop

for boardSize

<<create>>

<<create>>

add(JPanel windowPanel)

pack()

setVisible(true)

Loop

for noDragonCards

createDragonCards()

<<create>>

Loop

for noPlayers

addPlayers()

<<create>>

setWindowPanel(this)